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Relevance scale ☐ ◰ ◼ ◼ ■

1   Mobile data management: Mimic: raw activity shipping for file synchronization in mobile file systems   ■

Tae-Young Chang, Aravind Velayutham, Raghupathy Sivakumar

June 2004 **Proceedings of the 2nd international conference on Mobile systems, applications, and services MobiSys '04**

Publisher: ACM Press

Full text available: 📄 pdf(334.54 KB)   Additional Information: full citation, abstract, references, index terms

> In this paper, we consider the problem of file synchronization when a mobile host shares files with a backbone file server in a network file system. Several *diff* schemes have been proposed to improve upon the transfer overheads of conventional file synchronization approaches which use full file transfer. These schemes compute the binary *diff* of the new file with respect to the old copy at the server and transfer the computed *diff* to the server for file-synchronization. Howev ...

Keywords: file synchronization, mobile file system, raw activity shipping

2   ARIES/CSA: a method for database recovery in client-server architectures   ◼

C. Mohan, Inderpal Narang

May 1994 **ACM SIGMOD Record , Proceedings of the 1994 ACM SIGMOD international conference on Management of data SIGMOD '94**, Volume 23 Issue 2

Publisher: ACM Press

Full text available: 📄 pdf(1.33 MB)   Additional Information: full citation, abstract, references, citings, index terms

> This paper presents an algorithm, called ARIES/CSA (Algorithm for Recovery and Isolation Exploiting Semantics for Client-Server Architectures), for performing recovery correctly in client-server (CS) architectures. In CS, the server manages the disk version of the database. The clients, after obtaining database pages from the server, cache them in their buffer pools. Clients perform their updates on the cached pages and produce log records. The log records are buffered loca ...

3   Lessons from Wall Street: case studies in configuration, tuning, and distribution   ◼
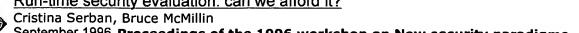
Dennis Shasha

June 1997 **ACM SIGMOD Record , Proceedings of the 1997 ACM SIGMOD international conference on Management of data SIGMOD '97**, Volume 26 Issue 2

Publisher: ACM Press

Full text available: 📄 pdf(593.61 KB)   Additional Information: full citation, abstract, references, citings, index terms

> Consider a setting in which Database speed and reliability can make the difference between prosperity and ruin. Money for information systems is no object. Data must be

accessible from many points on the globe with subsecond response. The financial industry is exactly such an environment. This tutorial presents case studies in configuration, tuning, and distribution drawn from financ ...

4 Run-time security evaluation: can we afford it?

Cristina Serban, Bruce McMillin
September 1996 **Proceedings of the 1996 workshop on New security paradigms**
Publisher: ACM Press

Full text available: pdf(506.19 KB)   Additional Information: full citation, references, citings, index terms

5 Modeling methodology b: Distributed simulation and manufacturing: synchronization and management of shared state in HLA-based distributed simulation

Boon Ping Gan, Malcolm Yoke Hean Low, Junhu Wei, Xiaoguang Wang, Stephen John Turner, Wentong Cai
December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**
Publisher: Winter Simulation Conference

Full text available: pdf(345.71 KB)   Additional Information: full citation, abstract, references

The HLA Runtime Infrastructure can support a conservative simulation protocol for its time management service. However, the performance of conservative simulation protocols is very much dependent on lookahead that one can extract out of a simulation model. Also the most conservative value has to be taken in order to ensure the causality constraint. In this paper, we propose two algorithms, namely pullRO and pushRO, that allow one to replace some of the timestamp order (TSO) messages (possibly ...

6 Sequential consistency versus linearizability

Hagit Attiya, Jennifer L. Welch
May 1994 **ACM Transactions on Computer Systems (TOCS)**, Volume 12 Issue 2
Publisher: ACM Press

Full text available: pdf(2.15 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

The power of two well-known consistency conditions for shared-memory multiprocessors, sequential consistency and linearizability, is compared. The cost measure studied is the worst-case response time in distributed implementations of virtual shared memory supporting one of the two conditions. Three types of shared-memory objects are considered: read/write objects, FIFO queues, and stacks. If clocks are only approximately synchronized (or do not exist), then ...

7 Evaluation of compiler generated parallel programs on three multicomputers

Roland Rühl
August 1992 **Proceedings of the 6th international conference on Supercomputing**
Publisher: ACM Press

Full text available: pdf(1.13 MB)   Additional Information: full citation, abstract, references, citings, index terms

Distributed memory parallel processors (DMPPs) have no hardware support for a global address space. However, conventional programs written in a sequential imperative language such as Fortran typically manipulate few, large arrays. The Oxygen compiler, developed as part of the K2 project, translates conventional Fortran code, augmented with code and data distribution directives, into C programs including SEND/RECEIVE communication primitives. The compiler directives, which are either supplie ...

8 Dynamics of distributed shortest-path routing algorithms

William T. Zaumen, J. J. Garcia-Luna Aceves
August 1991 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Communications architecture & protocols SIGCOMM '91**,

Volume 21 Issue 4
Publisher: ACM Press
Full text available: pdf(1.08 MB)   Additional Information: full citation, references, citings, index terms

9 Sequential consistency versus linearizability (extended abstract)
Hagit Attiya, Jennifer L. Welch
June 1991 **Proceedings of the third annual ACM symposium on Parallel algorithms
          and architectures**
Publisher: ACM Press
Full text available: pdf(1.09 MB)   Additional Information: full citation, references, citings, index terms

10 Bandwidth requirement and state consistency in three multiplayer game architectures
Joseph D. Pellegrino, Constantinos Dovrolis
May 2003 **Proceedings of the 2nd workshop on Network and system support for
          games NetGames '03**
Publisher: ACM Press
Full text available: pdf(163.47 KB)   Additional Information: full citation, abstract, references, citings

Multiplayer games become increasingly popular, mostly because they involve interaction
among humans. Typically, multiplayer games are organized based on a Client-Server (CS)
or a Peer-to-Peer (PP) architecture. In CS, players exchange periodic updates through a
central server that is also responsible for resolving any state inconsistencies. In PP, each
player communicates with every other player while state inconsistencies are resolved
through a distributed agreement protocol.In this paper, we f ...

11 Correct memory operation of cache-based multiprocessors
C. Scheurich, M. Dubois
June 1987 **Proceedings of the 14th annual international symposium on Computer
          architecture**
Publisher: ACM Press
Full text available: pdf(1.05 MB)   Additional Information: full citation, abstract, references, citings, index
                                                                                terms

This paper shows that cache coherence protocols can implement indivisible
synchronization primitives reliably and can also enforce sequential consistency. Sequential
consistency provides a commonly accepted model of behavior of multiprocessors. We
derive a simple set of conditions needed to enforce sequential consistency in
multiprocessors. These conditions are easily applied to prove the correctness of existing
cache coherence protocols that rely on one or multiple broadcast buses to enfor ...

12 A path-finding algorithm for loop-free routing
J. J. Garcia-Luna-Aceves, Shree Murthy
February 1997 **IEEE/ACM Transactions on Networking (TON)**, Volume 5 Issue 1
Publisher: IEEE Press
Full text available: pdf(414.16 KB)   Additional Information: full citation, references, citings, index terms

Keywords: internetworking, loop freedom, routing, shortest path

13 Game infrastructure: Zoned federation of game servers: a peer-to-peer approach to
       scalable multi-player online games
Takuji Iimura, Hiroaki Hazeyama, Youki Kadobayashi
August 2004 **Proceedings of 3rd ACM SIGCOMM workshop on Network and system
          support for games NetGames '04**
Publisher: ACM Press

Full text available: pdf(60.83 KB)   Additional Information: full citation, abstract, references, citings, index terms

Today's Multi-player Online Games (MOGs) are challenged by infrastructure requirements, because of their server-centric nature. Peer-to-peer networks are an interesting alternative, if they can implement the set of functions that are traditionally performed by centralized authoritative servers. In this paper, we propose a *zoned federation model* to adapt MOG to peer-to-peer networks. In this model, *zoning layer* is inserted between the game program and peer-to-peer networks. We intro ...

14 The K2 distributed memory parallel processor: architecture, compiler, and operating system

M. Annaratone, M. Fillo, M. Halbherr, R. Rühl, P. Steiner, M. Viredaz
August 1991 **Proceedings of the 1991 ACM/IEEE conference on Supercomputing**
Publisher: ACM Press

Full text available: pdf(1.13 MB)   Additional Information: full citation, references, citings, index terms

15 Solving partial differential equations in a data-driven multiprocessor environment

J. L. Gaudiot, C. M. Lin, M. Hosseiniyar
May 1988 **ACM SIGARCH Computer Architecture News , Proceedings of the 15th Annual International Symposium on Computer architecture ISCA '88,** Volume 16 Issue 2
Publisher: IEEE Computer Society Press, ACM Press

Full text available: pdf(856.94 KB)   Additional Information: full citation, abstract, references, citings, index terms

Partial differential equations can be found in a host of engineering and scientific problems. The emergence of new parallel architectures has spurred research in the definition of parallel PDE solvers. Concurrently, highly programmable systems such as data-flow architectures have been proposed for the exploitation of large scale parallelism. The implementation of some Partial Differential Equation solvers (such as the Jacobi method) on a tagged token data-flow graph is demonstrated here. As ...

16 Network gaming: Supporting P2P gaming when players have heterogeneous resources

Aaron St. John, Brian Neil Levine
June 2005 **Proceedings of the international workshop on Network and operating systems support for digital audio and video NOSSDAV '05**
Publisher: ACM Press

Full text available: pdf(259.90 KB)   Additional Information: full citation, abstract, references, index terms

We present Ghost, a peer-to-peer game architecture that manages game consistency across a set of players with heterogeneous network resources. Ghost dynamically creates responsive sub-games based on the delay profiles of players. Ghost allows each user to set the quality of game they are willing to play and creates the maximum-sized game that satisfies the users' requirements. Ghost extends our earlier Asynchronous Synchronization (AS) protocol, which provides cheat-free playout for peer-to-peer ...

Keywords: games, peer to peer

17 Long-lived and adaptive atomic snapshot and immediate snapshot (extended abstract)

Yehuda Afek, Gideon Stupp, Dan Touitou
July 2000 **Proceedings of the nineteenth annual ACM symposium on Principles of distributed computing**
Publisher: ACM Press

Full text available: pdf(1.07 MB)   Additional Information: full citation, abstract, references, citings, index terms

Long-lived and adaptive to point contention implementations of snapshot and immediate snapshot objects in the read/write shared-memory model are presented. In [2] we presented adaptive algorithms for mutual exclusion, collect and snapshot. However, the collect and snapshot algorithms were adaptive only when the number of local primitive operations that a process performs are ignored, i.e., not counted. The number of primitive local steps (operations that do not access the shared memory) in ...

18 EDIFACT for business computers: has it succeeded?
Airi Salminen
March 1995 **StandardView**, Volume 3 Issue 1
Publisher: ACM Press

Full text available: pdf(154.80 KB)   Additional Information: full citation, references, citings, index terms, review

19 ARIES: a transaction recovery method supporting fine-granularity locking and partial rollbacks using write-ahead logging
C. Mohan, Don Haderle, Bruce Lindsay, Hamid Pirahesh, Peter Schwarz
March 1992 **ACM Transactions on Database Systems (TODS)**, Volume 17 Issue 1
Publisher: ACM Press

Full text available: pdf(5.23 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

DB2TM, IMS, and TandemTM systems. ARIES is applicable not only to database management systems but also to persistent object-oriented languages, recoverable file systems and transaction-based operating systems. ARIES has been implemented, to varying degrees, in IBM's OS/2TM Extended Edition Database Manager, DB2, Workstation Data Save Facility/VM, Starburst and QuickSilver, and in the University of Wisconsin's EXODUS and Gamma d ...

Keywords: buffer management, latching, locking, space management, write-ahead logging

20 Research sessions: consistency and availability: Relaxed currency and consistency: how to say "good enough" in SQL
Hongfei Guo, Per-Åke Larson, Raghu Ramakrishnan, Jonathan Goldstein
June 2004 **Proceedings of the 2004 ACM SIGMOD international conference on Management of data**
Publisher: ACM Press

Full text available: pdf(606.81 KB)   Additional Information: full citation, abstract, references, citings

Despite the widespread and growing use of asynchronous copies to improve scalability, performance and availability, this practice still lacks a firm semantic foundation. Applications are written with some understanding of which queries can use data that is not entirely current and which copies are "good enough"; however, there are neither explicit requirements nor guarantees. We propose to make this knowledge available to the DBMS through explicit currency and consistency (C&C) constraints in qu ...

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1 Document authoring, markup and manipulation 2: Towards active web clients   ■
Vincent Quint, Iréne Vatton
November 2005 **Proceedings of the 2005 ACM symposium on Document engineering DocEng '05**
Publisher: ACM Press
Full text available: 📄 pdf(382.45 KB)   Additional Information: full citation, abstract, references, index terms

Recent developments of document technologies have strongly impacted the evolution of Web clients over the last fifteen years, but all Web clients have not taken the same advantage of this advance. In particular, mainstream tools have put the emphasis on accessing existing documents to the detriment of a more cooperative usage of the Web. However, in the early days, Web users were able to go beyond browsing and to get more actively involved. This paper presents the main features needed to make We ...

Keywords: XML documents, authoring, compound documents, style languages, web user agent

2 Astrolabe: A robust and scalable technology for distributed system monitoring, management, and data mining   ▬
Robbert Van Renesse, Kenneth P. Birman, Werner Vogels
May 2003 **ACM Transactions on Computer Systems (TOCS)**, Volume 21 Issue 2
Publisher: ACM Press
Full text available: 📄 pdf(341.62 KB)   Additional Information: full citation, abstract, references, citings, index terms

Scalable management and self-organizational capabilities are emerging as central requirements for a generation of large-scale, highly dynamic, distributed applications. We have developed an entirely new distributed information management system called Astrolabe. Astrolabe collects large-scale system state, permitting rapid updates and providing on-the-fly attribute aggregation. This latter capability permits an application to locate a resource, and also offers a scalable way to track sys ...

Keywords: Aggregation, epidemic protocols, failure detection, gossip, membership, publish-subscribe, scalability

3 Network text editor (NTE): A scalable shared text editor for the MBone   ▬
Mark Handley, Jon Crowcroft
October 1997 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies,**

architectures, and protocols for computer communication SIGCOMM '97, Volume 27 Issue 4
Publisher: ACM Press

Full text available: pdf(1.69 MB)   Additional Information: full citation, abstract, references, citings, index terms

IP Multicast, Lightweight Sessions and Application Level Framing provide guidelines by which multimedia conferencing tools can be designed, but they do not provide specific solutions. In this paper, we use these design principles to guide the design of a multicast based shared editor, and examine the consequences of taking a loose consistency approach to achieve good performance in the face of network failures and losses.

4   Business process modeling/reengineering: The process of process reengineering: integration of discrete event simulation models with framework-based business applications
Peter Lendermann, Nirupam Julka, Lai Peng Chan, Boon Ping Gan
December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**
Publisher: Winter Simulation Conference

Full text available: pdf(536.42 KB)   Additional Information: full citation, abstract, references

Simulation models and business application software as they are used for decision support in enterprise management are both representations of an enterprise's actual operations. This paper describes a unified simulation and application framework where it is possible to represent the entire performance process along a supply chain in a unified business model, improve its performance with discrete event simulation technology, and then generate and implement the corresponding business applicatio ...

5   Special system-oriented section: the best of SIGMOD '94: Sleepers and workaholics: caching strategies in mobile environments (extended version)
Daniel Barbará, Tomasz Imieliński
October 1995 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 4 Issue 4
Publisher: Springer-Verlag New York, Inc.

Full text available: pdf(1.73 MB)   Additional Information: full citation, abstract, references, citings

In the mobile wireless computing environment of the future, a large number of users, equipped with low-powered palmtop machines, will query databases over wireless communication channels. Palmtop-based units will often be disconnected for prolonged periods of time, due to battery power saving measures; palmtops also will frequently relocate between different cells, and will connect to different data servers at different times. Caching of frequently accessed data items will be an important techni ...

Keywords: caching, data management, information services, wireless

6   Using cache memory to reduce processor-memory traffic
James R. Goodman
August 1998 **25 years of the international symposia on Computer architecture (selected papers)**
Publisher: ACM Press

Full text available: pdf(1.08 MB)   Additional Information: full citation, references, index terms

7   Visualization for program understanding: A system for graph-based visualization of the evolution of software
Christian Collberg, Stephen Kobourov, Jasvir Nagra, Jacob Pitts, Kevin Wampler
June 2003 **Proceedings of the 2003 ACM symposium on Software visualization**
Publisher: ACM Press

Full text available: pdf(3.80 MB)   Additional Information: full citation, abstract, references, citings

We describe GEVOL, a system that visualizes the evolution of software using a novel graph drawing technique for visualization of large graphs with a temporal component. GEVOL extracts information about a Java program stored within a CVS version control system and displays it using a temporal graph visualizer. This information can be used by programmers to understand the evolution of a legacy program: Why is the program structured the way it is? Which programmers were responsibl ...

8 Workflow management based on process model repositories

Volker Gruhn, Monika Schneider
April 1998 **Proceedings of the 20th international conference on Software engineering**
Publisher: IEEE Computer Society
Full text available: pdf(1.12 MB)   Additional Information: full citation, references, index terms
Publisher Site

9 Queue Focus: Voice Over IP: You Don't Know Jack About VoIP

Phil Sherburne, Cary Fitzgerald
September 2004 **Queue**, Volume 2 Issue 6
Publisher: ACM Press
Full text available: pdf(1.02 MB)   Additional Information: full citation, index terms
html(36.36 KB)

10 VSPLUS: A high-level multi-user extension library for interactive VRML worlds

Yoshiaki Araki, Sony Music Entertainment (Japan) Inc.
February 1998 **Proceedings of the third symposium on Virtual reality modeling language**
Publisher: ACM Press
Full text available: pdf(1.26 MB)   Additional Information: full citation, references, citings, index terms

11 Groupware for special groups II: "Breaking the code", moving between private and public work in collaborative software development

Cleidson R. B. de Souza, David Redmiles, Paul Dourish
November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work**
Publisher: ACM Press
Full text available: pdf(279.65 KB)   Additional Information: full citation, abstract, references, citings, index terms

Software development is typically cooperative endeavor where a group of engineers need to work together to achieve a common, coordinated result. As a cooperative effort, it is especially difficult because of the many interdependencies amongst the artifacts created during the process. This has lead software engineers to create tools, such as configuration management tools, that isolate developers from the effects of each other's work. In so doing, these tools create a distinction between private ...

Keywords: collaborative software development, private work, public work, qualitative studies

12 Structured hypertext with domain semantics

Weigang Wang, Roy Rada
October 1998 **ACM Transactions on Information Systems (TOIS)**, Volume 16 Issue 4
Publisher: ACM Press

Full text available: 📄 pdf(593.99 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

One important facet of current hypertext research involves using knowledge-based techniques to develop and maintain document structures. A semantic net is one such technique. However, most semantic-net-based hypertext systems leave the linking consistency of the net to individual users. Users without guidance may accidentally introduce structural and relational inconsistencies in the semantic nets. The relational inconsistency hinders the creation of domain information models. The structura ...

Keywords: graph theory, hypertext models, hypertext structures

13 <u>Concurrency control in collaborative hypertext systems</u>

Uffe Kock Wiil, John J. Leggett
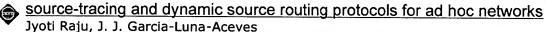
December 1993 **Proceedings of the fifth ACM conference on Hypertext**

Publisher: ACM Press

Full text available: 📄 <u>pdf(1.05 MB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: collaborative work, concurrency control, distributed hypertext systems, events, extensibility, hyperbases, open architectures, supporting technologies, transaction management, user-controlled locking, version control

14 <u>Special issue on wireless extensions to the internet: Scenario-based comparison of source-tracing and dynamic source routing protocols for ad hoc networks</u>

Jyoti Raju, J. J. Garcia-Luna-Aceves

October 2001 **ACM SIGCOMM Computer Communication Review**, Volume 31 Issue 5

Publisher: ACM Press

Full text available: 📄 <u>pdf(1.00 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

We present source tracing as a new viable approach to routing in ad hoc networks in which routers communicate the second-to-last hop and distance in preferred paths to destinations. We introduce a table-driven protocol (BEST) in which routers maintain routing information for all destinations, and an on-demand routing protocol (DST) in which routers maintain routing information for only those destinations to whom they need to forward data. Simulation experiments are used to compare these proto ...

Keywords: On-demand routing, ad hoc networks, wireless routing

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1　ARIES: a transaction recovery method supporting fine-granularity locking and partial rollbacks using write-ahead logging　▬
C. Mohan, Don Haderle, Bruce Lindsay, Hamid Pirahesh, Peter Schwarz
March 1992 **ACM Transactions on Database Systems (TODS)**, Volume 17 Issue 1
Publisher: ACM Press

Full text available: 🔲 pdf(5.23 MB)　　Additional Information: full citation, abstract, references, citings, index terms, review

> DB2TM, IMS, and TandemTM systems. ARIES is applicable not only to database management systems but also to persistent object-oriented languages, recoverable file systems and transaction-based operating systems. ARIES has been implemented, to varying degrees, in IBM's OS/2TM Extended Edition Database Manager, DB2, Workstation Data Save Facility/VM, Starburst and QuickSilver, and in the University of Wisconsin's EXODUS and Gamma d ...

> **Keywords**: buffer management, latching, locking, space management, write-ahead logging

2　Management of a remote backup copy for disaster recovery　▬
Richard P. King, Nagui Halim, Hector Garcia-Molina, Christos A. Polyzois
May 1991 **ACM Transactions on Database Systems (TODS)**, Volume 16 Issue 2
Publisher: ACM Press

Full text available: 🔲 pdf(2.48 MB)　　Additional Information: full citation, abstract, references, citings, index terms, review

> A remote backup database system tracks the state of a primary system, taking over transaction processing when disaster hits the primary site. The primary and backup sites are physically isolated so that failures at one site are unlikely to propogate to the other. For correctness, the execution schedule at the backup must be equivalent to that at the primary. When the primary and backup sites contain a single processor, it is easy to achieve this property. However, this is harder to do when ...

> **Keywords**: database initialization, hot spare, hot standby, remote backup

3　High speed on-line backup when using logical log operations　▬
David B. Lomet
May 2000 **ACM SIGMOD Record , Proceedings of the 2000 ACM SIGMOD international conference on Management of data SIGMOD '00**, Volume 29 Issue 2
Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index

Full text available: pdf(220.69 KB)   terms

Media recovery protects a database from failures of the stable medium by maintaining an extra copy of the database, called the backup, and a media recovery log. When a failure occurs, the database is "restored" from the backup, and the media recovery log is used to roll forward the database to the desired time, usually the current time. Backup must be both fast and "on-line", i.e. concurrent with on-going update activity. Conventional online backup sequentially copies ...

4 Industrial sessions: beyond relational tables: Coordinating backup/recovery and data consistency between database and file systems
Suparna Bhattacharya, C. Mohan, Karen W. Brannon, Inderpal Narang, Hui-I Hsiao, Mahadevan Subramanian
June 2002 **Proceedings of the 2002 ACM SIGMOD international conference on Management of data SIGMOD '02**
Publisher: ACM Press
Full text available: pdf(1.44 MB)   Additional Information: full citation, abstract, references, index terms

Managing a combined store consisting of database data and file data in a robust and consistent manner is a challenge for database systems and content management systems. In such a hybrid system, images, videos, engineering drawings, etc. are stored as files on a file server while meta-data referencing/indexing such files is created and stored in a relational database to take advantage of efficient search. In this paper we describe solutions for two potentially problematic aspects of such a data ...

Keywords: DB2, content management, database backup, database recovery, datalinks

5 Disaster recovery techniques for database systems
Manhoi Choy, Hong Va Leong, Man Hon Wong
November 2000 **Communications of the ACM**
Publisher: ACM Press
Full text available: pdf(412.04 KB)   Additional Information: full citation, references, index terms

6 Evaluation of remote backup algorithms for transaction-processing systems
Christos A. Polyzois, Héctor García-Molina
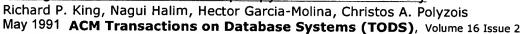September 1994 **ACM Transactions on Database Systems (TODS)**, Volume 19 Issue 3
Publisher: ACM Press
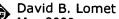Full text available: pdf(1.87 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

A remote backup is a copy of a primary database maintained at a geographically separate location and is used to increase data availability. Remote backup systems are typically log-based and can be classified into 2-safe and 1-safe, depending on whether transactions commit at both sites simultaneously or first commit at the primary and are later propagated to the backup. We have built an experimental database system on which we evaluated the performance of the epoch and the dependency recons ...

Keywords: disaster recovery, hot spare, hot standby, remote backup

7 The IBM data warehouse architecture
Charles Bontempo, George Zagelow
September 1998 **Communications of the ACM**, Volume 41 Issue 9
Publisher: ACM Press
Full text available: pdf(817.29 KB)   Additional Information: full citation, references, citings, index terms, review

8 <u>Evaluation of remote backup algorithms for transaction processing systems</u>

Christos A. Polyzois, Hector Garcia-Molina

June 1992 **ACM SIGMOD Record , Proceedings of the 1992 ACM SIGMOD international conference on Management of data SIGMOD '92**, Volume 21 Issue 2

Publisher: ACM Press

Full text available: pdf(1.21 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

> A remote backup is a copy of a primary database maintained at a geographically separate location and is used to increase data availability. Remote backup systems are typically log-based and can be classified into 2-safe and 1-safe, depending on whether transactions commit at both sites simultaneously or they first commit at the primary and are later propagated to the backup. We have built an experimental database system on which we evaluated the performance of the epoch algorithm, a 1-safe ...

9 <u>Dealing with partial failures in multiple processor primary-backup systems</u>

Sharad Mehrotra, Kexiang Hu, Simon Kaplan

January 1997 **Proceedings of the sixth international conference on Information and knowledge management**

Publisher: ACM Press

Full text available: pdf(1.46 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

> **Keywords**: disaster protection, primary-backup system, replication, transaction processing

10 <u>Highly available systems for database applications</u>

Won Kim

March 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 1

Publisher: ACM Press

Full text available: pdf(2.43 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

> As users entrust more and more of their applications to computer systems, the need for systems that are continuously operational (24 hours per day) has become even greater. This paper presents a survey and analysis of representative architectures and techniques that have been developed for constructing highly available systems for database applications. It then proposes a design of a distributed software subsystem that can serve as a unified framework for constructing database applica ...

11 <u>Computing the performability of layered distributed systems with a management architecture</u>

Olivia Das, C. Murray Woodside

January 2004 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 4th international workshop on Software and performance WOSP '04**, Volume 29 Issue 1

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> **Keywords**: distributed systems, layered queueing networks, non-coherent fault trees, performability, system fault-tolerance

12 Experimental testbeds and data: The changing usage of a mature campus-wide wireless network
Tristan Henderson, David Kotz, Ilya Abyzov
September 2004 **Proceedings of the 10th annual international conference on Mobile computing and networking**
Publisher: ACM Press

Full text available: 📄 pdf(625.48 KB)   Additional Information: full citation, abstract, references, citings, index terms

Wireless Local Area Networks (WLANs) are now commonplace on many academic and corporate campuses. As "Wi-Fi" technology becomes ubiquitous, it is increasingly important to understand trends in the usage of these networks.This paper analyzes an extensive network trace from a mature 802.11 WLAN, including more than 550 access points and 7000 users over seventeen weeks. We employ several measurement techniques, including syslogs, telephone records, SNMP polling and tcpdump packet sniffing. This is ...

Keywords: 802.11, VoIP, WLAN, Wi-Fi, telephony, voice, wireless network

13 Understanding fault-tolerant distributed systems
Flavin Cristian
February 1991 **Communications of the ACM,** Volume 34 Issue 2
Publisher: ACM Press

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1 Management of a remote backup copy for disaster recovery   ▬

Richard P. King, Nagui Halim, Hector Garcia-Molina, Christos A. Polyzois
May 1991 **ACM Transactions on Database Systems (TODS)**, Volume 16 Issue 2
Publisher: ACM Press

Full text available: 🗎 pdf(2.48 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

A remote backup database system tracks the state of a primary system, taking over transaction processing when disaster hits the primary site. The primary and backup sites are physically isolated so that failures at one site are unlikely to propogate to the other. For correctness, the execution schedule at the backup must be equivalent to that at the primary. When the primary and backup sites contain a single processor, it is easy to achieve this property. However, this is harder to do when ...

Keywords: database initialization, hot spare, hot standby, remote backup

2 Evaluation of remote backup algorithms for transaction processing systems   ▬

Christos A. Polyzois, Hector Garcia-Molina
June 1992 **ACM SIGMOD Record , Proceedings of the 1992 ACM SIGMOD international conference on Management of data SIGMOD '92**, Volume 21 Issue 2
Publisher: ACM Press
Full text available: 🗎 pdf(1.21 MB)   Additional Information: full citation, abstract, references, index terms

A remote backup is a copy of a primary database maintained at a geographically separate location and is used to increase data availability. Remote backup systems are typically log-based and can be classified into 2-safe and 1-safe, depending on whether transactions commit at both sites simultaneously or they first commit at the primary and are later propagated to the backup. We have built an experimental database system on which we evaluated the performance of the epoch algorithm, a 1-safe ...

3 High speed on-line backup when using logical log operations   ▬

David B. Lomet
May 2000 **ACM SIGMOD Record , Proceedings of the 2000 ACM SIGMOD international conference on Management of data SIGMOD '00**, Volume 29 Issue 2
Publisher: ACM Press
Full text available: 🗎 pdf(220.69 KB)   Additional Information: full citation, abstract, references, citings, index terms

Media recovery protects a database from failures of the stable medium by maintaining an extra copy of the database, called the backup, and a media recovery log. When a failure occurs, the database is "restored" from the backup, and the media recovery log is used to roll forward the database to the desired time, usually the current time. Backup must be

both fast and "on-line", i.e. concurrent with on-going update activity. Conventional online backup sequentially copies ...

4 Evaluation of remote backup algorithms for transaction-processing systems

Christos A. Polyzois, Héctor García-Molina
September 1994 **ACM Transactions on Database Systems (TODS)**, Volume 19 Issue 3
Publisher: ACM Press

Full text available: pdf(1.87 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

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Keywords: disaster recovery, hot spare, hot standby, remote backup

5 Industrial sessions: beyond relational tables: Coordinating backup/recovery and data consistency between database and file systems

Suparna Bhattacharya, C. Mohan, Karen W. Brannon, Inderpal Narang, Hui-I Hsiao, Mahadevan Subramanian
June 2002 **Proceedings of the 2002 ACM SIGMOD international conference on Management of data SIGMOD '02**
Publisher: ACM Press

Full text available: pdf(1.44 MB)   Additional Information: full citation, abstract, references, index terms

Managing a combined store consisting of database data and file data in a robust and consistent manner is a challenge for database systems and content management systems. In such a hybrid system, images, videos, engineering drawings, etc. are stored as files on a file server while meta-data referencing/indexing such files is created and stored in a relational database to take advantage of efficient search. In this paper we describe solutions for two potentially problematic aspects of such a data ...

Keywords: DB2, content management, database backup, database recovery, datalinks

6 Disaster recovery techniques for database systems

Manhoi Choy, Hong Va Leong, Man Hon Wong
November 2000 **Communications of the ACM**
Publisher: ACM Press

Full text available: pdf(412.04 KB)   Additional Information: full citation, references, index terms

7 ARIES: a transaction recovery method supporting fine-granularity locking and partial rollbacks using write-ahead logging

C. Mohan, Don Haderle, Bruce Lindsay, Hamid Pirahesh, Peter Schwarz
March 1992 **ACM Transactions on Database Systems (TODS)**, Volume 17 Issue 1
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DB2TM, IMS, and TandemTM systems. ARIES is applicable not only to database management systems but also to persistent object-oriented languages, recoverable file systems and transaction-based operating systems. ARIES has been implemented, to varying degrees, in IBM's OS/2TM Extended Edition Database Manager, DB2, Workstation Data Save Facility/VM, Starburst and QuickSilver, and in the University of Wisconsin's

EXODUS and Gamma d ...

Keywords: buffer management, latching, locking, space management, write-ahead logging

8 Computing the performability of layered distributed systems with a management architecture
Olivia Das, C. Murray Woodside
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Publisher: ACM Press
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Keywords: distributed systems, layered queueing networks, non-coherent fault trees, performability, system fault-tolerance

9 Highly available systems for database applications
Won Kim
March 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 1
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10 Mobile and Cooperative Systems: Information sharing and security in dynamic coalitions
Charles E. Phillips, T.C. Ting, Steven A. Demurjian
June 2002 **Proceedings of the seventh ACM symposium on Access control models and technologies**
Publisher: ACM Press
Full text available: pdf(1.68 MB)   Additional Information: full citation, abstract, references, citings, index terms
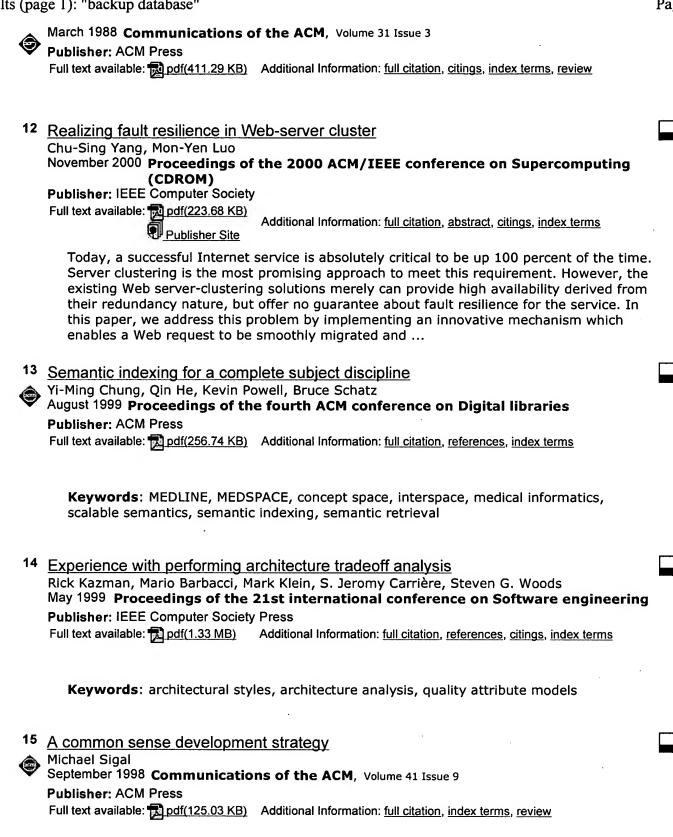
Today, information sharing is critical to almost every institution. There is no more critical need for information sharing than during an international crisis, when international coalitions dynamically form. In the event of a crisis, whether it is humanitarian relief, natural disaster, combat operations, or terrorist incidents, international coalitions have an immediate need for information. These coalitions are formed with international cooperation, where each participating country offers whate ...

Keywords: access control, distributed systems, dynamic coalitions, information security

11 The search for performance in scientific processors: the Turing Award lecture
John Cocke

March 1988 **Communications of the ACM**, Volume 31 Issue 3
Publisher: ACM Press
Full text available: pdf(411.29 KB)   Additional Information: <u>full citation</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

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12 <u>Realizing fault resilience in Web-server cluster</u>
Chu-Sing Yang, Mon-Yen Luo
November 2000 **Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM)**
Publisher: IEEE Computer Society
Full text available: pdf(223.68 KB)
Publisher Site   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>citings</u>, <u>index terms</u>

Today, a successful Internet service is absolutely critical to be up 100 percent of the time. Server clustering is the most promising approach to meet this requirement. However, the existing Web server-clustering solutions merely can provide high availability derived from their redundancy nature, but offer no guarantee about fault resilience for the service. In this paper, we address this problem by implementing an innovative mechanism which enables a Web request to be smoothly migrated and ...

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13 <u>Semantic indexing for a complete subject discipline</u>
Yi-Ming Chung, Qin He, Kevin Powell, Bruce Schatz
August 1999 **Proceedings of the fourth ACM conference on Digital libraries**
Publisher: ACM Press
Full text available: pdf(256.74 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

Keywords: MEDLINE, MEDSPACE, concept space, interspace, medical informatics, scalable semantics, semantic indexing, semantic retrieval

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14 <u>Experience with performing architecture tradeoff analysis</u>
Rick Kazman, Mario Barbacci, Mark Klein, S. Jeromy Carrière, Steven G. Woods
May 1999 **Proceedings of the 21st international conference on Software engineering**
Publisher: IEEE Computer Society Press
Full text available: pdf(1.33 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: architectural styles, architecture analysis, quality attribute models

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15 <u>A common sense development strategy</u>
Michael Sigal
September 1998 **Communications of the ACM**, Volume 41 Issue 9
Publisher: ACM Press
Full text available: pdf(125.03 KB)   Additional Information: <u>full citation</u>, <u>index terms</u>, <u>review</u>

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16 <u>The IBM data warehouse architecture</u>
Charles Bontempo, George Zagelow
September 1998 **Communications of the ACM**, Volume 41 Issue 9
Publisher: ACM Press
Full text available: pdf(817.29 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

17 Dealing with partial failures in multiple processor primary-backup systems

Sharad Mehrotra, Kexiang Hu, Simon Kaplan

January 1997 **Proceedings of the sixth international conference on Information and knowledge management**

Publisher: ACM Press

Full text available: pdf(1.46 MB)   Additional Information: full citation, references, citings, index terms

Keywords: disaster protection, primary-backup system, replication, transaction processing

18 Exotica: a project on advanced transaction management and workflow systems

C. Mohan, D. Agrawal, G. Alonso, A. El Abbadi, R. Guenthoer, M. Kamath

August 1995 **ACM SIGOIS Bulletin**, Volume 16 Issue 1

Publisher: ACM Press

Full text available: pdf(781.89 KB)   Additional Information: full citation, abstract, citings, index terms

This paper is an overview of the Exotica project, currently in progress at the IBM Almaden Research Center. The project aims at exploring several research areas from advanced transaction management concepts to client/server architectures and mobile computing within the context of business processes and workflow management. The ultimate goal is to incorporate these ideas into IBM's products and prototypes. The project involves IBM groups in Almaden (U.S.A.), Hursley (U.K.), Boeblingen (Germany), ...

19 Experimental testbeds and data: The changing usage of a mature campus-wide wireless network

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